DARK HORSE COMICS
DIVISION 13
3
$2.50 US
$3.50 CAN
COMICS' GREATEST WORLD
DIVISION 13
GIFFEN • ALEXANDER • ELAM • SELLERS

CINNABAR FLATS MIDDLE SCHOOL.
WHERE D'YA THINK YER GOIN', DOBBINS?
Y'WUZ SHORT T'DAY, Y' LITTLE DWEEB.
NOT GOOD.
I...I... MY MOM, SHE ONLY GAVE ME ENOUGH FOR..
HEY... HEY, I DON'T WANNA HEAR IT!
DON'T WANNA...
Y'GET OFF ON ALL A'THIS SCHOOL STUFF, DON'CHA DOBS... GETTIN' Y'SELF ALL EDJ'CATED 'N' ALL.
GOT ME A LITTLE EDJ'CATIN' OF MY OWN FER YA. YOU PAY ATTENTION NOW...
CHUD!
WHACK!
THUD.

PRINTED IN CANADA

WARZONE

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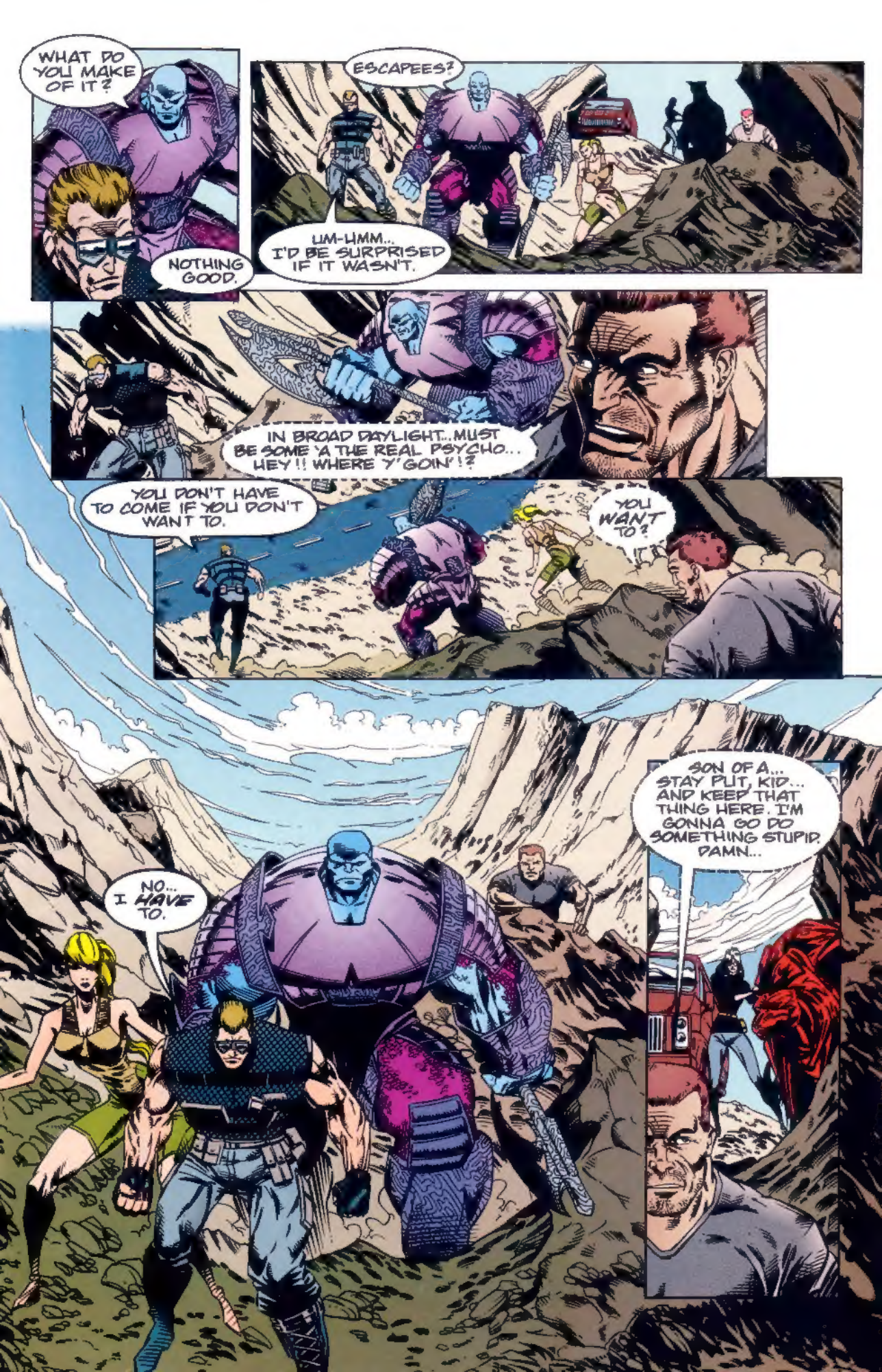
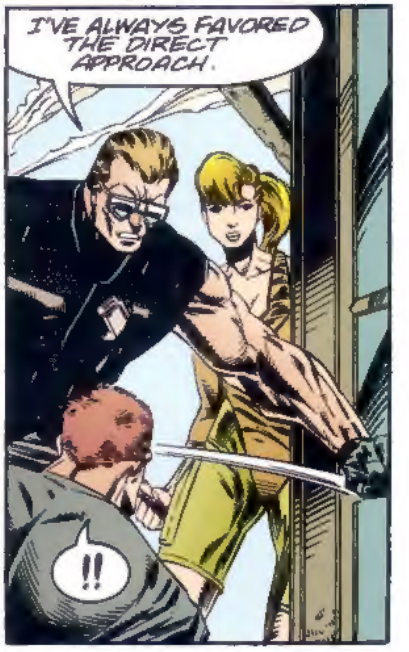

WHAT DO YOU MAKE OF IT?
NOTHING GOOD.
ESCAPEES?
UM-HMM... I'D BE SURPRISED IF IT WASN'T.
IN BROAD DAYLIGHT... MUST BE SOME 'A THE REAL PSYCHO... HEY!! WHERE Y'GOIN'!?
YOU DON'T HAVE TO COME IF YOU DON'T WANT TO.
YOU WANT TO?
NO... I HAVE TO.
SON OF A... STAY PUT, KID... AND KEEP THAT THING HERE. I'M GONNA GO DO SOMETHING STUPID. DAMN...

BACK.
GOTCHA.

'AT'S THE WAY.. YER THINKIN' IT THROUGH. SO, HOW DO WE GO ABOUT CHECKIN' THIS OUT?


I'VE ALWAYS FAVORED THE DIRECT APPROACH.
!!

CHK-CHK-CHK-CHK-CHK-CHK-CHK-CHK-CHK
HAY-ZUS!

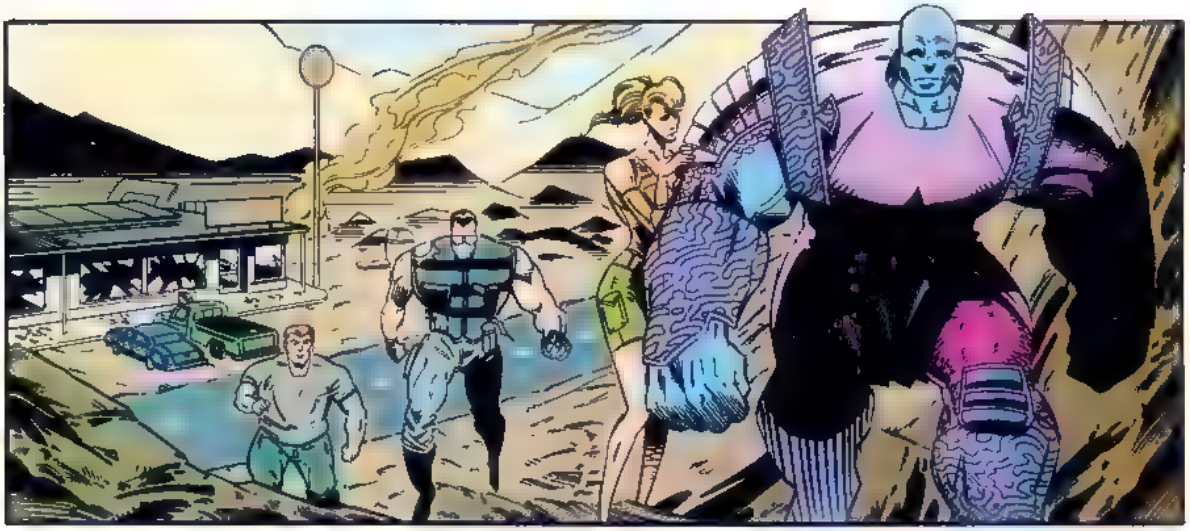
SSSSHK-SSSS...
!!! IT'S LOADED!
QUIET! STEADY THERE... WE'RE NOT GOING TO HURT YOU... WE'RE HERE TO HELP...
EASY... EAS...
SSSSSSS...
WH-KRAKK!
#@#**!!
YEEEEOWW!
CHONK!

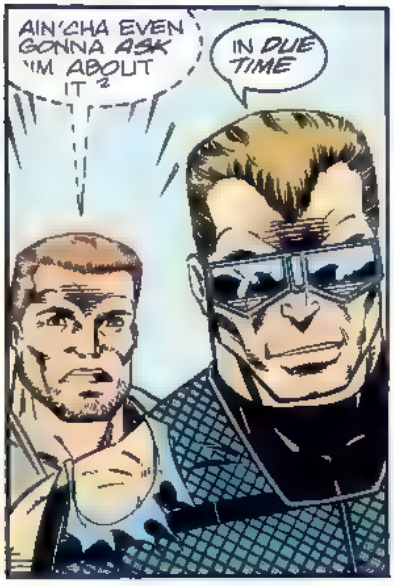
CLIMB A FENCE LEANING TOWARDS YOU, KISS A GIRL LEANING AWAY FROM YOU...
SSSSSSS...
BL DUNT!!
...AND HELP SOMEONE WHO DOESN'T *WANT* TO BE HELPED!!
WHAT TH' HELL IS SHE--?
THE THREE HARDEST THINGS IN THE WORLD TO DO.
I THINK SHE'S TRYING TO MAKE A POINT.
H-NGH-H!
LAMB!!
SHREEEE

KRA-TASH!
GASP... DOESN'T... PANT... HAVE TO BE THIS WAY...
SSSSSS OOO
SS-RRNGHH!
P-KONK!

THRACK!
NI-IIICE!
FRANK, ARE YOU OKAY?
NEVER MIND ME... WHERE THE HELL WAS AXE GRINDER?
#@*##*!! Y'FIGGER THERE WAS MORE'N ONE?
WE'LL SOON SEE.
HE SHOULD BE BACK... AXE? DAMMIT, MAN, WHERE THE HELL...?
AXE?

YOU'VE GOT SOME EXPLAINING TO DO, MISTER!
...!
CONTENTS: 1 MOOT 1 ZUUD
DON'T TOUCH IT!! DON'T TOUCH IT!!
GET THE HELL AWAY FROM IT!
WE GOTTA GET OUT OF HERE! C'MON, WE GOTTA GO... NOW!
AXE... I...
I DON'T WANNA TALK ABOUT IT! JUST... JUST LEAVE IT AND LET'S GET THE HELL OUT OF HERE!!
PLEASE...?
OKAY, WE'RE GOING... NO PROBLEM, RIGHT?




AIN'CHA EVEN GONNA ASK 'IM ABOUT IT?
IN DUE TIME

IN DUE TIME HE WUZ SCARED TO DEATH OF HIS OWN WEAPON! HE JUST LEFT IT THERE! AIN'CHA CURIOUS ABOUT
IN DUE TIME!

teh

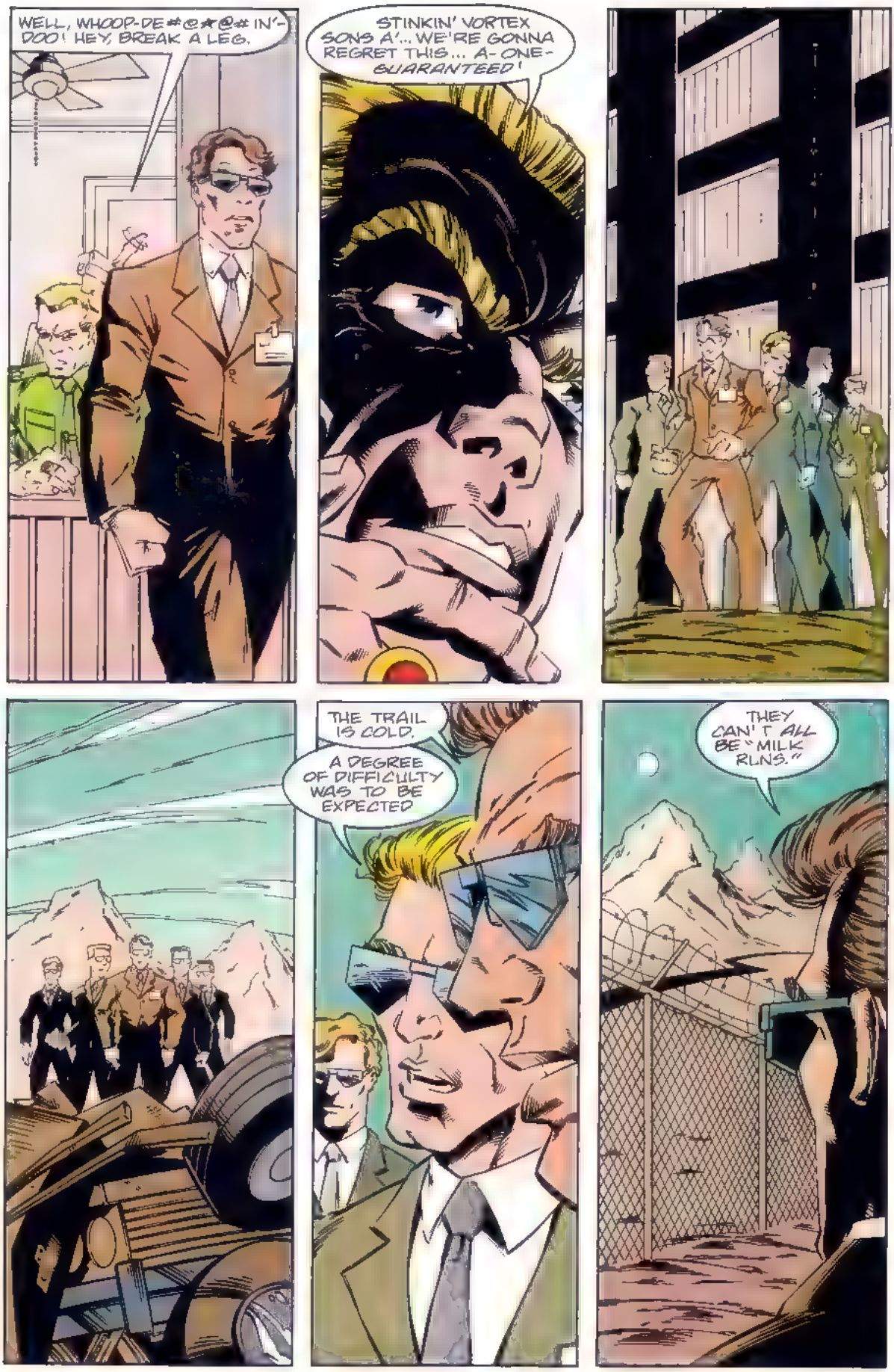
HEY! WHAT ABOUT THE SNAKE GUY!?

SOME OF THEM ARE TOO FAR GONE LET HIM BE

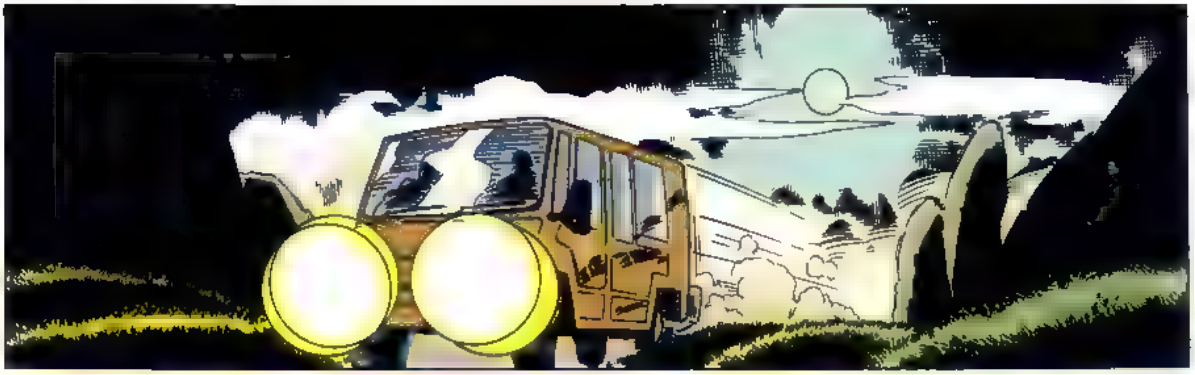
oh, yeah.. this is making tons 'a sense...

DOBBIN'S HOUSE
Sniff
YEAH... IN YOUR DREAMS..
SIGH

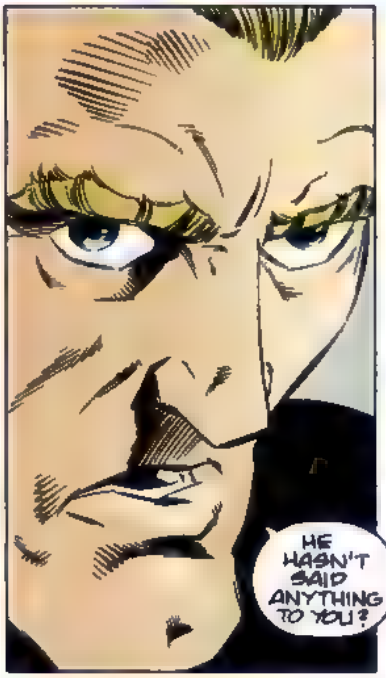
CINNABAR FLATS U.S. ARMY RESEARCH CENTER
.. DON'T CARE HOW MANY. NO! YOU LISTEN TO ME! I WANT THOSE ESCAPEES BACK IN. ahhh. I'LL CALL YA RIGHT BACK.
YOU BOYS 'BOUT DONE RIFLIN' OUR FILES? READY T' EARN YER KEEP?
YOUR FILES ARE WOEFULLY INADEQUATE.
YER BREAKIN' MY HEART HERE YER FOUR BUDDIES SUDDENLY TURN UP SHY?
THEIR PRESENCE WAS NOT REQUIRED. THEY KNOW AS I KNOW.
SO, WHADDAYA HERE FOR? NEED PERMISSION T' PROCEED?
PROTOCOL, GENERAL. CONSIDER YOURSELF OFFICIALLY NOTIFIED, THE HUNT IS ON


WELL, WHOOP-DE#@★@# IN'-DOO! HEY, BREAK A LEG.
STINKIN' VORTEX SONS A'... WE'RE GONNA REGRET THIS... A-ONE-GUARANTEED!
THE TRAIL IS COLD.
A DEGREE OF DIFFICULTY WAS TO BE EXPECTED
THEY CAN'T ALL BE "MILK RUNS."

CINNABAR FLATS
SQUEEE-
AWWWK



YOU'VE BEEN AWFULLY QUIET.
.. BEEN THINKING
IT'S TIME TO START PLANNING LONG TERM. WE CAN'T KEEP OPERATING ON A SCATTER-SHOT BASIS. BAD TIME FOR AXE TO START LOSING IT.

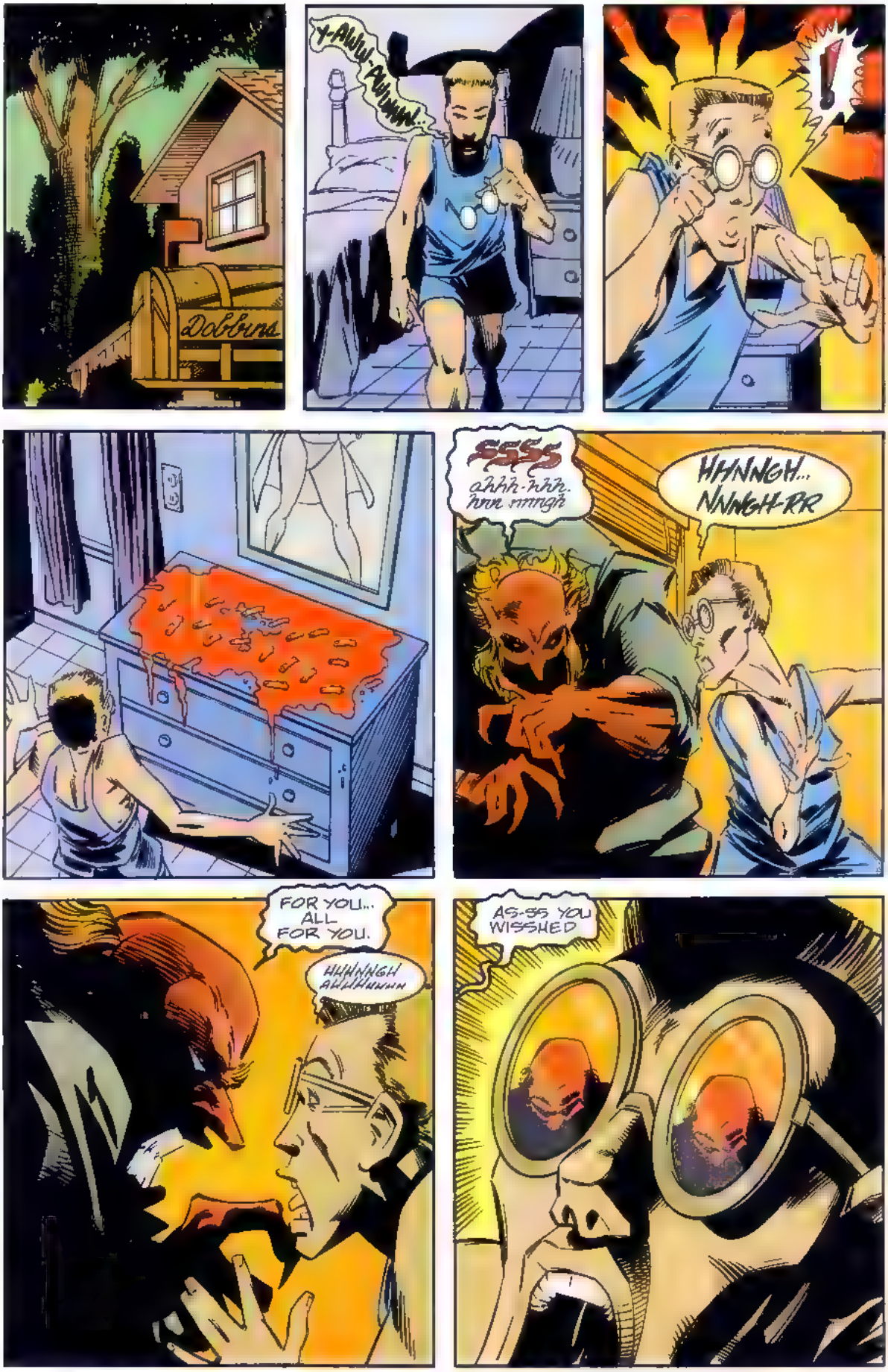

HE HASN'T SAID ANYTHING TO YOU?

nuh-uh.. ONE LOOK IN HIS EYES, AND I'M NOT SURE I *WANT* HIM TO SAY ANYTHING..
CARE TO TELL ME WHERE WE'RE OFF TO?

BACK TO THE BAR. I'VE GOT THIS THING ABOUT LOOSE ENDS.
ahhh. *THAT'S* WHY YOU LEFT THE OTHERS BACK AT THE CAMP-SITE

WHY BRING *ME* ALONG?
WHO ELSE? VOXX AND OPTIC ARE TOO RAW, AND AXE IS STILL ACTING LIKE A [redacted]

SIGH
I SHOULD HAVE KNOWN BETTER THAN TO HOPE FOR A MOONLIGHT TRYST


Dobbins
Y-AWW-AWWW...
!
SSSS
ahhh-hhh.
hnn nnngh
HNNNGH...
NNNGH-RR
FOR YOU...
ALL
FOR YOU.
HHNNNGH
AWWWWWW
AS-SS YOU
WISSHED

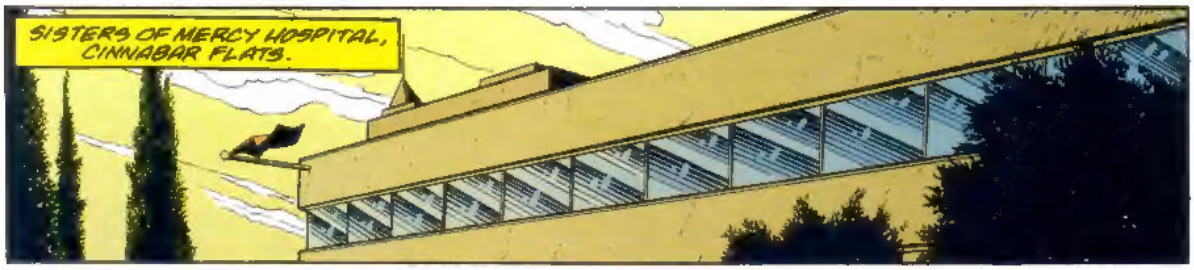
AIEEEEEEE
WHAT IN !!
DAD!! HELP ME! MAKE IT GO AWAY!!
DA-DEEEEEEEE!!
JUNIOR
GO AWAY!! MAKE IT GO AWAAAAAY!!
good 'ord
KT-ISSSHH!
sob

DAMN!! IT COULDN'T HAVE GOTTEN UP AND WALKED AWAY!
SO YOU SAY.. I'M JUST GLAD THAT SNAKE-THING IS GONE
yeah, yeah.. the sna
THE SNAKE!! THAT'S IT! IT MUST HAVE
I... ahhh.. BELIEVE THIS IS WHAT YOU'RE LOOKING FOR?
tut-tut DON'T BE SO DEFENSIVE BELIEVE IT OR NOT, I'M ON YOUR SIDE
ALLOW ME TO INTRODUCE MYSELF

chuff... huff... chuff...
chuff... SOB huff...
SWEET... SO SSSWEET HIS NEED.. }SOB{
ALL FOR HIM! ALL FOR HIM!
for me
HATES!! HATES AND SENDS AWAY HUNGER!
STILL HUNGRY
whimper
SSSad SAD NO GOOD! MUST ANGRY! MUST ANGRY AND NEED IT!!!

WHO'S'IZ WHO'S/S IT'IZ
GO AWAY
WHAT DOES IT NEED?
MAKING THE HATING AT . . SOB! MAKING THE HATING AT TO KEEP HUNGRY..
...
... lamb

MAGNIFICENT, ISN'T IT? AND UNLESS I MISS MY GUESS, IT'S FROM THE VORTEX?
...SIGH... I AM NOT THE ENEMY HERE... MIKE THE DAMNED THING.
YOU THE GUY BEEN HAVING US TAILED?
hmmmm... IT WOULD SEEM I OWE MY MEN A GOOD TALKING TO.
WHY US?
THAT IS A LONG STORY...
COME, SIT. I CAN GUARANTEE I'LL MAKE IT WORTH YOUR WHILE.



NEXT ISSUE: BEGINNINGS

SUBDIVISIONS 3

c/o Dark Horse Comics • 10956 S.E. Main Street • Milwaukie, OR 97222

Dear Subdivisions,

Hey! The team has a pet hellhound! Cool!!! Can we name him "Skippy"? ***How do you know it's a him? -M.***

Seriously, I enjoyed the unfolding of some intriguing new story lines this issue, and who would've thought a mutating cat makes the same sounds as Rice Krispies?

Now that we know that animals as well as humans are being warped by the Vortex, I'd like to see if plants are being affected as well. I can just hear the dialogue that would result: "Hey Lamb, you ever see *Day of the Triffids*? "No, why? EEAGHH!!!"

Now that I've gotten THOSE stupid jokes out of my system, here are some questions:

1. Why don't Lamb, Flux, and Axe Grinder change clothes once in a while (though I can see the difficulty in Axe Grinder's case) ***'Cause there's no Bloomingdale's in the middle of Nevada. -M.***

2. Since Grace has taken residence in the area now, will she meet the group, or will the Vortex take up all her time? ***Cocktails at 7:00, Dinner at 9:00! -M.***

3. I know he's all the way over in Arcadia, but could The Scream drop by? He and Voxx could have a yodeling contest! ***Only if Mariah Carey could adjudicate. -M.***

4. I always thought that innocent-looking ponytail girl over in *Archie* knew more than she let on! Is Reggie in on this too? ***One never knows, do one? -M.***

5. Is one of the "loyalist muties'" powers the ability to look exactly alike except for hair color? Some variety would've been more believable. ***They work for the government. It's their job to look the same. -M.***

Thank you for producing another interesting issue. Since I'll keep buying 'til I develop a dreadful fear of the number 13, you've done a good job. Farewell for a month!

Signed,
John Ellis

Subdivisions:

Wow! I'm impressed! Forgive any previous questioning, but you've sold me on Chris Alexander's work. Although he still needs some work on varying facial expressions, his Mecha and tech renditions are unbelievable (but isn't the Army base at Cinnabar Flats pretty much. . . er, flattened save for the Heretic's force dome?).

The story even read like a Giffen-scripted one: Lamb's under-his-breath swearing and the lead-in scenes (where certain panels compelled us to rightly follow) all created the perfect environment.

The opening plot concerning the Vortex affecting animals is certainly a topic that needs investigating, and one that I haven't thought of. Keep in mind though, that superhuman mutates have appeared nationwide, not just around Cinnabar Flats. Would it only be fair to assume that animals all over would share the same effects? Another matter to develop more is this "power-transfer" that seems to take place (first with Titan, now with Ignition in Steel Harbor) almost as if there is a will behind the power.

As I have stated before, let's see Lamb's team explore this new world. I'm sure they would rock in Steel Harbor.

Joe Kucharski, III
Haddon Hts., NJ

Dear Subdivisions,

Here it is ***Division 13*** #2 and I'm already disappointed. YOU HAD OPTIC SPEAK! Part of her charm was in her absolute silence. I'm not saying her character is now worthless, but the "blind, mute, yet in some way superpowered (she *must* be superpowered – she *was* in cellblock 13 after all)" angle is what first attracted me to her character.

The way I see it, she could have easily tamed "Cerebus" without speaking. Having her speak just bugged me. Aaarrrgh? Next thing you know, Betty will be revealed in ***Division 13*** #3. Hey, some mysteries are better as mysteries.

Unless this whole situation is somehow related to Giffen's infamous "iron-clad promise" (I didn't see any fresh, new situations/characters this issue), I am clueless as to why Optic has spoken so soon in this series' development.

Oh, well. ***Division 13*** is still a good comic.

Christopher Roesler
Sparks, NV

Dear Subdivisions:

OK. I'll admit it. I wasn't too thrilled about ***Division 13*** when I first heard it would become a monthly series. Oh, I liked the preview okay last summer, but something about the prospect of a series didn't thrill me. So, it was with much trepidation that I bought the first issue, thinking maybe I'd let the series go after that issue. I also figured I wouldn't really enjoy the book.

I'm happy to report that I was wrong. Wrong, wrong, wrong, dead wrong. (Did I tell you I was wrong?) If the next 100 issues are as good as the first two, I am there for the long haul. Where can I start? The art was fantastic, as it is in all of the *CGW* books. I especially enjoyed the fuzzy look to the binocular view we get on

page 6. The colors were excellent as well. Whatever you are doing, just keep doing it.

But, the characterization and interplay between characters is what really sells me on a book (and keeps me coming back, long after I should have quit, in the hopes to see those "great stories" again), and this book really has potential for great interaction. Let me give you my take on the whole gang.

Frank Lamb is the pessimistic yet idealistic leader that everyone follows automatically and without question. I understand why Axe and Flux do what he says; these three are close friends and have been through a lot together. But to expect others to do so just because he says he's going to help them? I don't think many will fall for that routine (Voxx and Oracle are exceptions and I'll get to them in a second). Betty remains an enigma for now, although I would wager a surveillance satellite which has relays going through the vortex.

Axe is dependable and honest. The type of person you'd want at your back in a tough scrape; someone you'd hate to have to tell he couldn't have another round (although I have a difficult time picturing Axe getting sloshed — just doesn't fit). He's super-strong, but not super-dumb (nor super-smart either), just a good mixture of character traits. A welcome addition to any team. Please keep him that way for a while. Not every character needs angst from which they can grow. Allow Axe to develop through his dependability, loyalty, and sturdiness.

Flux could be an interesting character. Not only does she have a way with automobiles (desperate times call for desperate measures, eh?), but she has extremely sensitive ears (note how she can detect the transformed cats' screech and no one else could). And, she can transform her body into any shape she wants. Her optimism and upbeat outlook offsets Lamb's pessimism well.

Voxx could be a neat character. I hate to make comparisons like this (but I'm going to anyway), but Voxx reminds me a lot of Puck from *Alpha Flight*. Both are short, stocky guys with attitudes. And the fact that Voxx can only whisper makes his attitude even better. Of course, he can back the attitude up with a nice sonic blast if necessary. It's obvious that Voxx is seeking companionship. First, he helps Optic from Block 13. Then, he looks for a sense of belonging within the group that Lamb is forming. I think he'll find what he's looking for, but not from Lamb. Lamb seems to me the kind of person who will remain distant from people until he is certain they won't hurt him, and then give them six more months to prove him wrong. But, Voxx can find his place here, and Flux and Axe will give him what he needs. Voxx's need for acceptance brought him into the group, and will keep him firmly attached to them. At least I hope it does; I've become quite attached to the fellow.

We know the least about Optic. She appears blind, doesn't talk to other humans, can soothe wild beasts, and says a few words to them. I'm looking forward to this one. Take your time. Let us wallow in the mystery for a while. Give us clues, but don't throw out "Optics Origin" in issue 4.

The dog should be called Cerebus, of course.

General Agorn can be a very good villain. He is strictly Army, follows orders, and is somewhat prejudiced against the mutates. He appears to have a hard head, but knows when to shut up and follow orders. He could be a very dangerous man.

The governmental agents appearing at the end of issue #2 could be a lot of trouble. But then, look at how the government handles the Titan affair. Although, I do believe these guys are a bit tougher than the ones with Titan. From the looks of them, they could be the governmental super-powered beings that I've been postulating have to exist somewhere.

Finally, you've got the villain in the background. I've forgotten his name (and, I'm sure that's exactly what he wants us to do), but he and his followers appear to be a potent group. He hasn't done much but watch to this point, but I'm sure he's got some good ideas brewing upstairs.

Gentlemen and Ladies, you have put together a great cast for this setting. While the Cinnabar Flats region is not my favorite in the *CGW* world (currently Steel Harbor holds that honor, followed closely by Arcadia), I am impressed by the stories that have been coming from there. In fact, ***Division 13*** has made it to the bottom of my list of comics to read each month. Since I read comics in my order of preference, the last few to be read are always highly anticipated. I have not yet been disappointed by ***Division 13***. I really don't expect to be disappointed; I'm looking forward to many more enjoyable stories about our favorite desert dwellers.

Sincerely,
Rick Grieve
Memphis, TN

NEXT ISSUE: It's the story of how our wacky band all first met, and how they came to be where they are today. This is definitely *not* The Brady Bunch!

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